

SEC. 6. *Be it enacted*, That this Act shall take effect from the date of its passage.

Approved April 6, 1908.

## ARTICLE XXIII.

### WICOMICO COUNTY.

#### CHAPTER 720.

AN ACT to repeal chapter 196 of the Acts of the General Assembly of Maryland, session of 1906, entitled "An Act to repeal section 2 of article 23 of the Code of Public Local Laws, title 'Wicomico County,' sub-title 'Birds and Game,' as amended by chapter 51 of the Acts of the General Assembly of Maryland, session of 1894," and to re-enact the same with amendments.

SECTION 1. *Be it enacted by the General Assembly of Maryland*, That chapter 196 of the Acts of the General Assembly of Maryland, session of 1906, entitled "An Act to repeal section 2 of article 23 of the Code of Public Local Laws, title 'Wicomico County,' sub-title 'Birds and Game,' as amended by chapter 51 of the Acts of the General Assembly of Maryland, session of 1894," be and the same is hereby repealed and re-enacted with amendments so as to read as follows:

2. It shall be unlawful for any person in said county to shoot, kill, take, trap or in any manner destroy or catch in said county, woodcock, between the first day of February and the fifteenth day of September; plover, sandpipers, partridges and quail between the fifteenth day of January and the fifteenth day of November; wood or summer ducks between the first day of January and the tenth day of September; squirrels between the fifteenth day of February and the first day of September; rabbit between the fifteenth day of January and the fifteenth day of November; muskrats between the fifteenth day of March and the fifteenth day of December; minks, raccoons and otters between the first day of March and the fifteenth day of November; and every person violating the provisions of this section shall be fined ten dollars per each and every woodcock, plover or sandpiper, partridge, quail, duck, squirrel, rabbit, mink, raccoon, otter or muskrat so killed, taken, trapped, shot or destroyed within said specified times. And